# SUPER MONKEY BALL DELUXE ™

SEGA®

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a small television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information: The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using the software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video game, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorised copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing Super Monkey Ball™ Deluxe. Please note that this software is designed only for use with the Xbox video game system from Microsoft. Be sure to read this instruction manual thoroughly before you start the game.

Table of Contents

Setting Up

Multiplayer Game – Simultaneous or Alternating

With some modes, more than one player can enjoy the game, simultaneously or alternating. With simultaneous play, each player uses his/her own controller to play. Connect a controller for each player participating.

Select the number of players participating in simultaneous play. You can only select up to the number of controllers connected to the system.

For alternating play, each player takes a turn playing. It is possible for more than one player to use the same controller to play. During the Character Select screen, use the controller you wish to use to select each character.
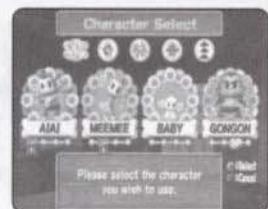
Game Data

Game Data can be saved on the Xbox hard disk. 4 blocks of free memory are required to create Game Data, 4 blocks are required for an unlocked feature, and 4 to 10 blocks for Replay Data. The Memory Unit is not supported.

This game supports an autosave feature. This can be turned ON/OFF from the Game Data option in the Options menu. (p.40)

When the Game Data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Do not switch the power OFF while the Game Data is being saved or loaded.

Xbox® Controller

Left Trigger

Right Trigger

Y button
X button
B button
A button

Left thumbstick

BACK button
START button

Black button
White button

Directional pad   Right thumbstick
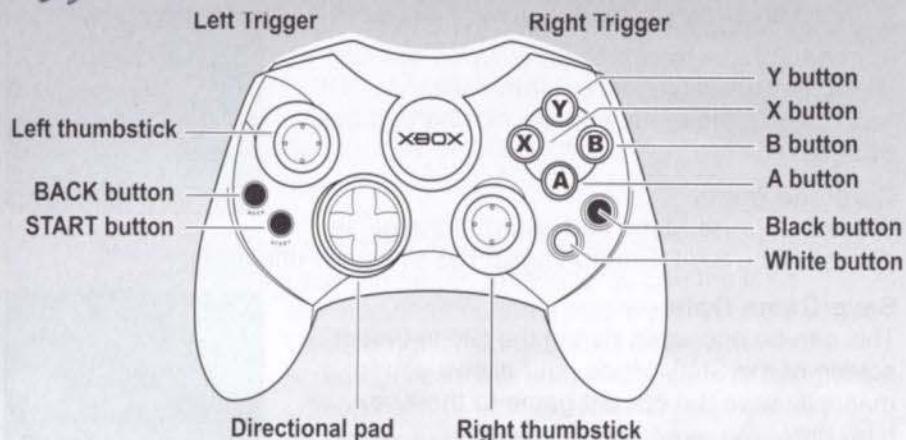
Menu Controls

Left thumbstick/Directional pad	Choose menu item; change settings
Ⓐ button	Select
Ⓑ button	Cancel

On menu items that require you to change settings, first press the Ⓐ button to allow changes. Next, use ◄► to change the setting, and press the Ⓐ button to finalize the change.
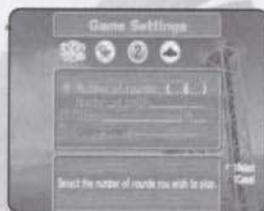
Basic Game Controls

With the exception of certain Party Games, use the left thumbstick to move the monkey in a ball. Press the START button during gameplay to pause the game and display the Pause Menu (p.4).
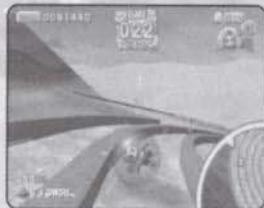
For controls in each of the Party Games, please refer to the Lesson Screens (p.5).

Controls

Pause Menu

Any time during gameplay, press the START button to pause the game and display the Pause Menu. The available menu items will vary according to the mode you are playing and the situation you are in.

Continue game
Close the Pause Menu and return to the game. (Pressing the START button again has the same effect.)

Save Game Data
This can be accessed during the Stage Select screen of the Story Mode, and allows you to manually save the current game to the Xbox hard disk.

Retry
Available in Story Mode, Practice Mode, and some Party Games. Restart the current stage/race from the beginning.

View stage
Available in all Main Game stages. Allows you to view the stage map. Use the left thumbstick ◄► to rotate the camera, and ▲▼ to zoom in/out. Use the right thumbstick to pan the camera. Press the Ⓐ/Ⓑ/START button to return to the Pause Menu.
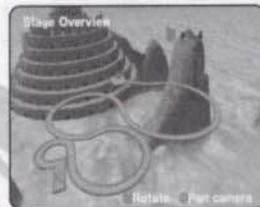
Save replay
Available in Story Mode, Challenge Mode, and Practice Mode, and can be accessed during the short playback after you have crossed the goal or when you fall off the course. This allows you to save the gameplay of the stage you just completed to the Xbox hard disk.

Guide
Available in Monkey Billiards DX (during the player's turn only). Turns the guide **ON/OFF**. See p.22-23 for more details.

How to play
Displays the Lesson screen (p.5).

Stage Select
This can be accessed with the Story or Practice Modes, allowing you to quit the current stage and return to the Stage Select screen.

Exit game
Quits the current game and returns you to the Main Game Select screen (or Party Game Select screen, if you are playing one of the Party Games).

Lesson Screens

You can access the Lesson Screens of the selected mode by pressing the ⊗ button during the Main Game Select or Party Game Select screen. It can also be accessed during the game by selecting **How to play** from the Pause Menu.
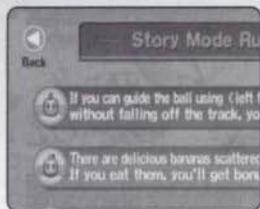
The Lesson Screens display the button functions, rules, and item descriptions. Use the left thumbstick/directional pad ← → to change pages. Use the right thumbstick to enlarge/move the screen (release the right thumbstick to bring the screen back to normal; you may also press the ⓛ trigger to enlarge). When done, press the ⓑ button to return to the previous screen.

Starting the Game

During the Title screen, press the START button to display the Mode Select screen. Select from the following three Modes.

Main Game

Guide the monkey in the ball to the goal! There are four sub-modes to choose from.

Party Game

Select from 12 Party Games that you can play by yourself or against other players.

Options

Change game settings, load/save data, or view saved replays.

Basic Flows of the Game

With the exception of Monkey Shot (Party Game), each game contains various gameplay modes. Select the mode you wish to play.

If the mode is for one or more players, select the number of players to participate. In modes with simultaneous play, you can only select up to the number of controllers connected to the system.

Select, if available, the characters you wish to use. For modes with alternate play, select each character with the controller you are going to use. In some modes, you will also specify COM characters.
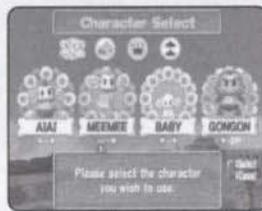
In Party Game Mode, customise the Gameplay Settings. When you are done, select **Game Start** to begin the game.

Some modes may not include one or more of the above steps, and some may have extra steps. These will be explained under each game description where appropriate.
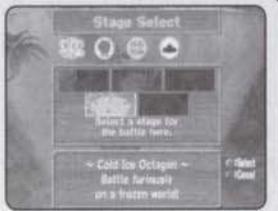
Main Game

How to Play

Roll the ball with the monkey inside towards the goal!

Use the left thumbstick to tilt the floor, and the ball will roll with the tilt of the slope.

Don't let it fall off the floor, or let the timer reach zero!

Your try will be over, and you'll have to start the stage over from the beginning. In Challenge Mode, you'll lose one monkey.

Pick up those delicious bananas!

You'll get bonus points for picking up bananas. Additionally, in Challenge Mode, you will earn one monkey for picking up 100 bananas.

Many stages await! How many can you clear?

Some stages have various kinds of traps and switches on the map. Study what they do carefully.

Game Screen
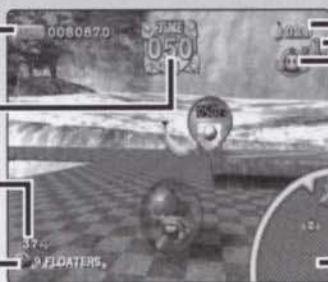
Score	Number of Bananas
Time Left	Monkeys Remaining
Speed	Current Player
Stage Number	Map

Score
Increase your score by picking up bananas and reaching the goal quickly.

Time Left
Time remaining to clear the current stage. Reach the goal before it reaches zero!

Number of Bananas
Pick up as many delicious bananas as you can!

Monkeys Remaining
Indicates the number of monkeys remaining in the game. Displayed only when playing the Challenge Mode.

Current Player
Indicates which player is currently playing. Displayed only when playing with two or more players in the Challenge Mode.

Map
Press the Ⓐ button to adjust the size of the on-screen map.

And Something Extra...

As you play the Main Game modes, if you fulfil certain conditions, you may earn yourself something extra. It could be an extra monkey for the Challenge Mode, or it could be a new feature.

Select **Gift** in the Options menu (p.40) to access new features that are unlocked.
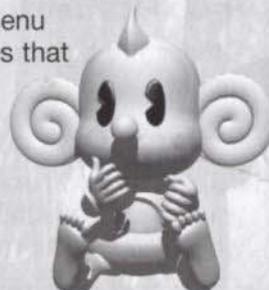
🍌 Story Mode `1 Player`

Play the game along with the story.

First, select from the three available Game Data cards. If you select a blank (open) Game Data card, you will start from the beginning. You will be asked to enter your name.

If you select data with previous gameplay, you will continue from where you left off.
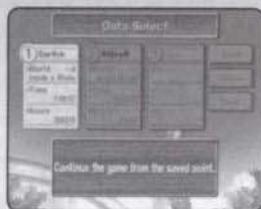
● Clearing the World

There are 10 worlds in the mode, and each world has 20 stages. When you clear any 10 stages, a movie clip will be seen, and a brand new world becomes available.

● Retry

Did you fall off the course? Or you let the time run out? Don't worry! There is no "Game Over" in this mode, so you can try as many times as you want until you clear the stage.

🍌 Challenge Mode `1~4 Players` `Alternating`

Complete a series of stages with various difficulties.

● Level Select

There are three different levels available, but it is recommended that you start with BEGINNER.

● Collect Bananas

Collect 100 bananas, and you gain 1 extra monkey.

● Game Over

Fall off the floor, or let the time run out, and you will lose one monkey. The game will end when you lose all your monkeys.

Competition Mode [2~4 Players] [Simultaneous]

Play a series of selected stages, and compete for the most bananas collected.

● Select Stages

After each player selects their own character, set the number of stages to compete, the stages to play, and the Game Settings.
NOTE: You must have played at least two of the specific stages in either Story or Challenge Mode to be able to select this mode. As you play many stages in either modes, you will, at the end, be able to select from the total of 109 stages in this mode.

● Game Rules

Each stage ends when either the second to last player crosses the goal, or the time runs out. The bananas will be awarded for crossing the goal (in some stages there is no goal to cross).

● Game Settings

Bananas
Determines the amount of bananas awarded for crossing the goal first, second, or third.
Consecutive wins bonus (ON/OFF)
Awards bonus for crossing the goal first consecutively.
Stage bananas (ON/OFF)
Except for Bonus stages, scatters bananas on the stage.

Practice Mode [1 Player]

Practice the stages you have played.

● Select Stage

After you select the character, select the stage to play. You can switch between the stages of the Story Mode or the Challenge Mode with the ❽ Button.
NOTE: You can only select the stages you have already played, in either the Story or Challenge Modes.

● Quitting

Whether you reach the goal or fail to do so, you will play the same stage over and over. To quit, press the START button to display the Pause Menu, and either select **Stage select** or **Exit game** (see Pause Menu on p.4).

Main Characters

AIAI

The hero of this game. He loves bananas so much that he always spends his carefree life thinking "The banana I had today was really delicious." Eat bananas, and he'll be in high spirits, able to overcome any hardship. Chanting a magical spell "Ei-Ei-Poo," he starts his adventure with Monkey Ball.

MEEMEE

She is the future bride of Aiai. Unlike carefree Aiai, she is a person...umm...monkey with firm character. Although she loves Aiai more than anything else in the world, it seems that Aiai loves bananas more than her. And that makes her a little discontent. A little bit tomboyish, she is very kind to everyone on Jungle Island. She always decorates herself with flowers that have a nice scent.

BABY

He came from the future to stop Dr. Bad-Boon's plot to prevent the marriage between Aiai and Meemee. He is in fact the son of Aiai and Meemee. He rarely cries, but once he does, he cries with the loudest voice on Jungle Island. Only Meemee can stop his crying.

GONGON

Yesterday's enemy is today's friend. He used to be Aiai's rival, but now they are best friends. He is quite rowdy, but places such a great value on friendship that once he becomes a friend he never betrays. Although he still is not big in size, he has great strength, as he trains himself every day to become the strongest monkey in the world.

With Story Mode, you control Aiai. With Challenge Mode, Competition Mode, Practice Mode and each mode of the Party Game, you can select from the four monkeys above.

The Enemies

DR. BAD-BOON

He is an evil-genius scientist from the future world. In the future world, he fell in love with Meemee and attempted to ask her to marry him, but she was already married to Aiai, and had had Baby by then. Thus he flew back in time to the days when Aiai and Meemee had not married yet. Dr. Bad-Boon tries all sorts of evil plots to separate Aiai from Meemee, but fails every time. While his perseverance is commendable, he is becoming a real nuisance to the inhabitants of Jungle Island, and has quickly become the island's most hated ape.

DR. BAD-BOON'S ASSISTANT

An ape without words. Other than being Dr. Bad-Boon's assistant, everything about him is covered with mystery. Even Dr. Bad-Boon doesn't know his name. Like a shadow, he follows Dr. Bad-Boon wherever he goes. Cold-hearted Dr. Bad-Boon would leave him behind and escape, but still he continues to be his assistant without any complaints. He appears to be very frightening, but in reality he is very bashful.

In Super Monkey Ball™ Deluxe, 12 Party Games are available.

Monkey Race DX

One Course Race	1~4 Players	Simultaneous
Grand Prix	1~4 Players	Simultaneous
Time Attack	1 Player	

Monkey Fight DX

Normal Mode	1~4 Players	Simultaneous
Survival Mode	1~4 Players	Simultaneous

Monkey Target DX

Monkey Target DX (Version 1/2)	1~4 Players	Simultaneous

Monkey Billiards DX

VS. Mode	1, 2 or 4 Players	Alternating
Tournament Mode	1 Player	

Monkey Bowling DX

Normal Mode	1~4 Players	Alternating
Special Mode	1~4 Players	Alternating
Challenge Mode	1 Player	

Monkey Golf DX

Stroke Play (Mini Golf/Normal Golf)	1~4 Players	Alternating
Match Play (Mini Golf/Normal Golf)	2 Players	Alternating

Monkey Boat

One Course Race	1~4 Players	Simultaneous
Grand Prix	1~4 Players	Simultaneous
Time Attack	1 Player	

Monkey Shot

Monkey Shot	1~4 Players	Simultaneous

Monkey Dogfight

Normal Mode	1~4 Players	Simultaneous
Survival Mode	1~4 Players	Simultaneous

Monkey Soccer

Exhibition Mode	1~2 Players	Simultaneous
Tournament Mode	1 Player	
PK Mode	1~2 Players	Simultaneous

Monkey Baseball

Exhibition Mode	1~2 Players	Simultaneous
Tournament Mode	1 Player	

Monkey Tennis

Singles Mode	1~2 Players	Simultaneous
Doubles Mode	1~4 Players	Simultaneous
Tournament Mode	1 Player	

Monkey Race DX

Select a course and race against other monkeys in the One Course Race Mode or enter a series of races for the Grand Prix Mode. To aim for the best time on the track, enter the Time Attack Mode.

Basic Rules

● Course Out

If you fall off the course, you will restart from the same location, resulting in a loss of time. Be careful at tight turns!

● Retire from the Race

In a single player game, the time limit will be displayed. If you do not make a lap before this time expires, you will retire from the race.

● Items

When the **Items** option is set **ON** via the Gameplay Settings, item boxes with "**?**" will appear on the course. Roll over them to pick up the item in the box.
You can hold up to three items, and the item shown at the bottom of the screen will be used when the ❹ button is pressed. When you have multiple items, press the ❽ button to select the item to be used. When a fourth item box is picked up, the bottom item will automatically be dropped.
With Time Attack Mode, no item boxes appear, but you are given three Speed Stars to start the race.

Game Screen

Lap		Time Limit
Lap Time		Current Position
		Current Speed
Map		Items

Items

Speed Star
Increase your speed for a limited time.

Banana Peel
Drop a banana peel on the ground. The player rolling over it
will slip.

Bowling Bomber
Roll a bomb that will explode on contact with your opponent.

Polygon Ball
Your opponent's ball becomes polygonal for a limited time.

Ice Cube
Turn your opponent into an ice cube for a limited time, and
make him/her slip.

Big Ball (only for Type 2)
Your ball becomes big enough to prevent almost any attack
from other opponents for a limited time.

Gravity Bomber (only for Type 2)
Your opponents become heavier, making them slow down for
a limited time.

Hunter Missile (only for Type 2)
Fire missiles at all opponents in front of you.

Game Settings

With the exception of Time Attack Mode, customise the settings of the
game, and select **Game Start** to begin.

Number of laps (1 to 50) *Only for One Course Race Mode
Select the number of laps for your race.
COM (ON/OFF)
Allows COM players to participate, filling all empty positions to make it
a 6-player game. With one player, this option is always ON.
Handicap (ON/OFF)
With handicap ON, the speed of the players who are behind will be
increased slightly.
Items (OFF/TYPE 1/TYPE 2)
Select the group of items available for the game, or not to use any items.

Monkey Fight DX

Knock other monkeys off the stage! Fight to earn points in the Normal Mode, or hang tough on the ring for the Survival Mode.

Basic Rules

● KO Points (only for Normal Mode)

You score a point simply by punching your opponents. You score big points if you knock your opponents off the stage (amount varies by the handicap). Be careful not to fall off on your own, as 5 points are given to all your opponents. There will be a crown displayed above the point leader of the round.

● Sudden Death

In Normal Mode, if there is a tie in KO points when the time is up, the players will enter a Sudden Death Round, with no time limit, to determine the winner. Note also that on three of the five available stages the floor will crumble. The last monkey standing on the ring is the winner of the round. In Survival Mode, every round is Sudden Death.

● Items (only for Normal Mode)

Power up items will appear, either by breaking item boxes (which drop once in a while onto the playfield) or walls. Pick them up for various effects. With the exception of Spinning Punch, the power up will stay in effect until you fall off the ring.

● Number of Wins & Stage Selection

Choose the number of victories needed to win the match, from one to five. The number of wins for each player will be indicated by the number of bananas at the bottom of the game screen (see next page).

Select the three stages in the order you like to play. After the third stage, the game will loop back to the first stage.
When the Number of win(s) is set to one, you will only be able to select one stage.

● Charging up the Punch

Hold down the **R** trigger or **B** button to increase the size of the punch (glove) and release to strike your opponents.

Game Screen

Time Left

Rounds Won

KO Points

Handicap Level

Items

Long Punch
The reach of your punch becomes longer, enabling you to punch far away opponents.

Big Punch (only for Type 1)
The size of your glove increases, making it easier to hit opponents.

Iron Punch (only for Type 2)
Your punch becomes harder, increasing your striking power.

Spinning Punch
Hold down the Ⓐ button to deliver a spinning punch to the opponents around you for a limited time.

Game Settings

Customise the settings of the game, and select **Game Start** to begin.

COM (ON/OFF)
Allows COM players to participate, filling all empty positions to make it a 4-player game. With one player, this option is always ON.

Handicap 1P, 2P, 3P, 4P (1 to 5)
With Normal Mode, you can assign a handicap to each player separately, giving more points for knocking opponents off the stage.

Items (TYPE 1/TYPE 2)
Select the group of items available for the game.

Monkey Target DX

Roll the monkey(s) down from a steep ramp and fly into the air and touch down on the target area to earn a higher score.

🍌 Game Flow

● Nuisance Roulette (only for Version 1)

If you need more of a challenge for a Version 1 game, set the **Roulette** setting ON in the Game Settings to spin the Nuisance Roulette before each flight. Press the Ⓐ button to stop the spinning roulette, and whichever nuisance you get will be in effect for that round.

● Take Off

First, control the ball rolling down the ramp. Once you are off the ramp, press the Ⓐ button to open the ball, which will act as your wings. If you open too soon, you may not have enough momentum to reach the target. If you don't open, the ball will quickly plummet into the sea.

● Glide

During flight, press the left thumbstick ⬇ to ascend and ⬆ to descend and ⬅/➡ to change the direction of your flight. Be careful not to lose your momentum, or you may not reach the target. Also, take the wind factor into account while gliding.

● Landing

When you reach the target, press the Ⓐ button to close the ball to drop the monkey onto the landing pad. The landing pad is divided into different point areas, so aim to land on the areas with higher points. Remember that once you close the ball, you cannot reopen it. Also, if you land without closing, you will not earn landing points.
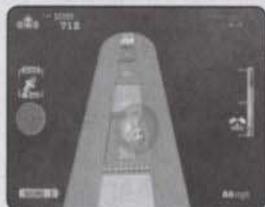
● Formations (only for Version 2, multi-ball games)

In one-player or two-player games, you can have more than one monkey flying. With more than one monkey flying, press the Ⓑ button to change formation and ensure that most of your monkeys can make the landing.

Party Game

Game Screen

Score

Wind Direction/Speed

Radar

Round

Items

Altimeter

Current Speed

**Note**: Above screen is for Version 2 game. Version 1 appears differently.

Items

Wind 0 mph (Version 1)
Fly more easily with no wind.

Brake Ball (Version 1)
Puts the brakes on your ball after landing.

Double Score (Version 1)
Doubles points for all targets you land on.

Sticky Landing (Version 1)
Causes your ball to land exactly on target in landing mode.

Triple Score (Version 1)
Triples points for all targets you land on.

Brake Ball (Version 2)
Slows you down more quickly upon landing, with less roll.

Magnet Ball (Version 2)
You will stick to the exact spot you landed.

Lucky Star (Version 2)
Multiplies the landing points.

Banana Bunch
Adds 10 points to your score.

Banana
Add one point to your score.

Game Settings

Customise the settings of the game, and select **Game Start** to begin.

Number of rounds (5/10/15 for Version 1) (3/6 for Version 2)
Determines the number of rounds to be played.
Roulette (ON/OFF) *Only for Version 1
When this is ON, the Nuisance Roulette will appear before each flight.
Number of balls (1/5) *Only for Version 2
Determines the number of monkeys (balls) flying in a round. The available numbers vary depending on the number of players participating. With a three/four-player game, you can only select 1.
Items (ON/OFF)
When this is OFF, items other than bananas will not appear.

Monkey Billiards DX

Play against up to three different players/COM using the rules of US Nine-Ball, JAPAN Nine-Ball, Eight-Ball, or Rotation. Tournament Mode allows one player to play a series of games incorporating each rule system against the COM.

Basic Rules

● Pocketing Balls

Take turns using the cue ball to knock colored balls into the pockets. Depending on the rules, the ball(s) you need to pocket will vary. Set **Advice** to ON in Gameplay Settings to be told which balls to pocket, and see How to Play in the Pause Menu for more detailed game rules.
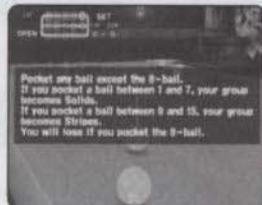
● Foul

If the cue ball is pocketed, or the first ball hit is not a designated target ball, then the shot is a Foul, giving your opponent the advantage.

● Bonus Shots

If you pocket one of the designated balls without a Foul, you can take another shot immediately. Pocketing in chains is the key to winning!

Game Screen
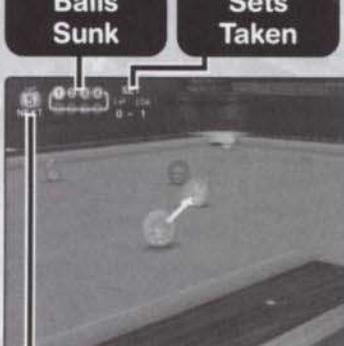
View Mode		Shot Mode	
Balls Sunk	Sets Taken	Shot Point	Shot Strength
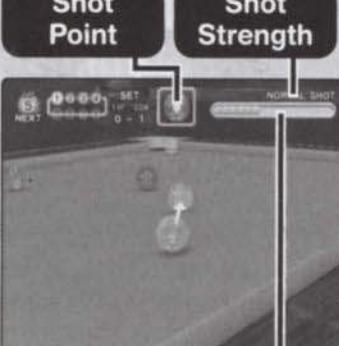
Next Ball to Hit

Shot Gauge

Party Game

Game Controls

View Mode

Left thumbstick	◀▶ to determine direction
Ⓐ button	Set direction and switch to Shot Mode
Ⓑ button	Return camera position
Right thumbstick	Camera movement
Ⓡ trigger	With Guide ON, display the path of your ball
Ⓧ button	Show ball number
Ⓨ button	Switch between 2D top view and 3D view

Shot Mode

Ⓐ button	Shoot
Ⓑ button	Return to View Mode
Left thumbstick	Set the spot to show where to hit the cue ball

### ● Making Shots

Use the left thumbstick to determine the shot direction, and press the Ⓐ button to switch to Shot Mode. The Shot Gauge will go up and down automatically. Use the left thumbstick to set the spot to hit the cue ball, and when the gauge reaches the desired strength, press the Ⓐ button again to shoot.
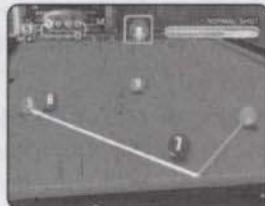
● Guide

If the **Guide** is set to ON in the Pause Menu, an imaginary cue ball and its potential path up to one rebound will be displayed aiding you to visualize where it will hit the target ball. When the **Guide** is set to OFF, a single arrow is displayed instead.
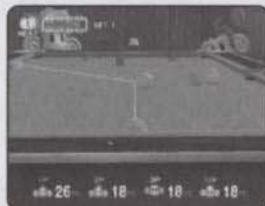
Game Settings

Customise the settings of the game, and select **Game Start** to begin.

Advice (ON/OFF)
Enables/disables advice from the game.

Number of sets (1 to 99)
Determines the number of sets to play.

COM level (1 to 5)
Determines the level of COM player(s) from 1 (weak) to (strong).

Monkey Bowling DX

Bowling game for up to four players. Normal Mode lets you play according to Normal, 9 pins or Strike rules, Special Mode is played on bizarrely shaped lanes, and Challenge Mode lets you select pin layouts to strike within an allotted number of tries.

Controls

Left thumbstick	Move throwing position
Right thumbstick	View lane from different angles
Ⓐ button	Confirm position, direction, and strength
Ⓑ button	Cancel position / change viewpoint (replay)
Ⓨ button	Display scorecard
Ⓛ/Ⓡ triggers	Ball rotation

● Throwing the Ball

First, use the left thumbstick ⬅➡ to determine the location to throw the ball from, and press the Ⓐ button to decide. Use the right thumbstick to view the lane from different angles.
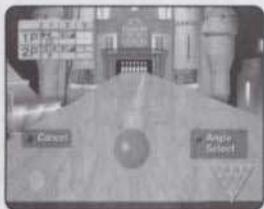
Next, determine the angle to throw the ball. The direction indicator moves automatically, so press the Ⓐ button when it's at the desired angle.
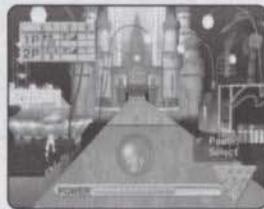
Next, determine the strength to throw the ball. Look at the power gauge, and press the Ⓐ button when it's at the right strength.

As you approach the Foul Line, you can add spin to the ball with the Ⓛ or Ⓡ triggers The amount of spin is determined by how long the buttons are pressed.

Party Game

Game Screen
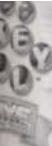
Score

Power Gauge
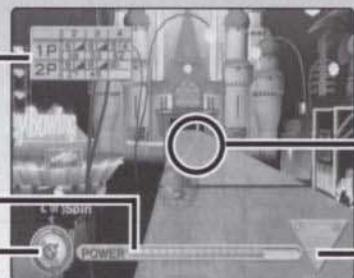
Spin Gauge

Direction to Throw Ball

Pins Left
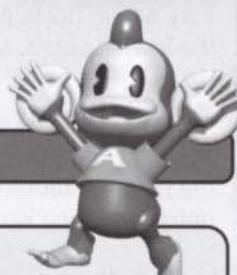
Basic Rules

● Scoring

With normal rules, you have two throws to knock down 10 pins in a frame, and the number of fallen pins are added to your score.

If you knock down all 10 pins on your first throw (Strike), the number of pins you get on you next two throws will also be added as a bonus.

If you knock down the 10 pins in two throws (Spare), the number of pins you get on your third try will be added.

If you get a Strike or a Spare on the 10th and final frame of the game, you are allowed to take an extra throw(s) (2 or 1 respectively) to increase your score.

● 9 Pins Rule (Normal Mode)

There will be only 9 pins on the lane – the missing pin in the frame will vary from lane to lane, as the missing pin will automatically be counted.

● Strike Rule (Normal Mode)

There will be 10 pins on the lane and you only have one throw per frame on a 20-frame game. Note that even with a Strike, you will not get the on-added bonus points.

Monkey Golf DX

Aim your monkey into the cup (hole) on the course. Complete your rounds in the lowest score (shots) for the Stroke Play, or play a two player hole-by-hole golf for the Match Play.

Basic Rules

● Stroke Play

Play all the holes (total of 9 or 18 courses) and aim for the lowest score. Up to four players can play taking turns in this mode.

● Match Play

Two players will play a hole for the fewest shots and the player who wins the hole will receive points. The game will end whenever a player is determined the winner based on the set **Number of holes** to play.

● OB & Give Up

If the ball goes out of bounds, you will take a one shot penalty, and hit again from the same spot. If you reach 10 shots on a single hole, you are forced to hole out with a 10 on your scorecard.

Game Screen & Controls (Mini Golf)

Stroke Number/Par

Cup Distance

Height Difference

Course Map

Shot Power

Power Gauge

Left thumbstick	↑ ↓ :	Change shot power (distance)
	← → :	Direction of the shot
Ⓐ button		Hit the ball
Ⓑ button		Cancel
Ⓨ button		Switch to Camera Mode
Ⓡ trigger		Display scorecard
Right thumbstick		Measure distance (during Camera Mode)

Party Game

Game Screen & Controls (Normal Golf)

Stroke Number/Par

Cup Distance

Height Difference

Wind Direction/Speed

Course Map

Club Selected

Power Gauge
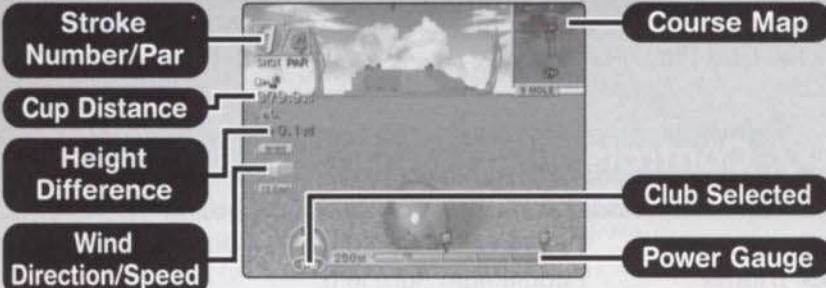
Left thumbstick	⬆⬇ : Change club / Shot distance
	⬅➡ : Direction of the shot
Ⓐ button	Hit the ball
Ⓑ button	Cancel/Back Camera
Ⓧ button	Reverse side (view of shot destination)
Ⓨ button	Top view
Ⓡ trigger	Display scorecard
Right thumbstick	Camera movement

● Hitting the Ball

While the Power Gauge (cursor) is moving, first, press the Ⓐ button once to determine the power of the shot (distance), then determine the timing of your swing. To hit a straighter shot onto the course, you must aim the second cursor on the pink zone spot where the gauge first started. For putting, you only need to determine the power of the shot. While the Power Gauge is moving, there will also be a white spot on the ball, indicating the spot to hit. Use the left thumbstick to determine where to hit. Hit the ball at the top to give it top spin; hit at the bottom to give it back spin.
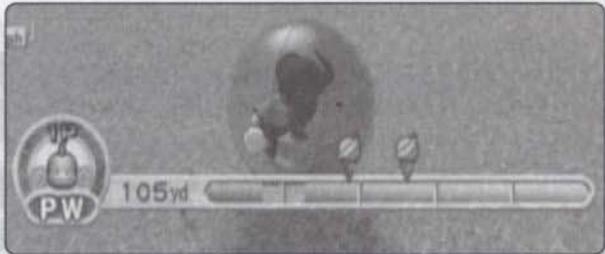
Game Settings

Customise the settings of the game, and select **Game Start** to begin.

Number of holes (18/OUT/IN)
Determines the number of holes to play. Select 18 to play all 18 holes; select OUT to play only the outer 9 holes (holes number 1 to 9); select IN to play only the inner 9 holes (holes number 10 to 18).

Monkey Boat

Select a course and race against other monkeys in the One Course Race Mode or enter a series of races for the Grand Prix Mode. To aim for the best time on the course, enter the Time Attack Mode.

Controls

L trigger	Paddle left (turn right).
R trigger	Paddle right (turn left)
A button	Use Item
X button	Select Item to use

● Rowing

Use the **L** and **R** triggers to row. The boat turns in the opposite direction from the side you paddle. To move forward, paddle left and right alternately.
The gauges at the bottom indicate how hard you're paddling. To make quick turns, paddle quickly on one side. To go forward faster, make longer strokes.

Game Screen

Lap	Time Limit
Lap Time	Current Position
Map	Current Speed
Rowing Gauges	Items

Party Game

Items

When the Items option is turned ON in the Gameplay Settings, item boxes marked with a "**?**" will appear scattered throughout the course. Row your boat over them to pick them up. Up to 3 items can be held at once, and these are selected using the ✖ button. Press the ⒶО button to use the item shown at the bottom.

Piranha Torpedo
Fires a torpedo sinking your opponent.

Whale Bomb
Releases an explosion of water that will blow your opponents up.

Whirling Swirl
Creates a tidal swell that will suck in your opponent.

Monkey Submarine
Dives and moves forward underwater.

Game Settings

You can customise the settings for the game in all modes except Time Attack Mode. Select **Game Start** when you are ready.

Number of laps (1 to 50) *Only for One Course Race Mode
Select the number of laps to race from 1 to 50. With the Water Dragon Route, you can only select one.

COM (ON/OFF)
Allows COM players to participate, filling all empty positions to make it a 4-player game. With one player, this option is always ON.

Handicap (ON/OFF)
With handicap ON, the speed of the players who are behind will be increased slightly.

Items (ON/OFF)
Allows players to use items.
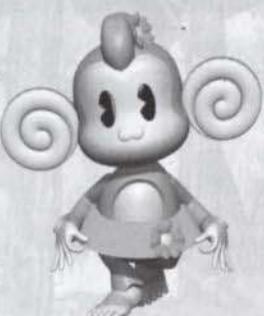
Monkey Shot

Select a Stage, and shoot the enemy targets as they appear one by one. Up to four players can play.

Controls

Left thumbstick	Aim (move the crosshairs)
A button	Shoot/Tap to reload 50 bullets *with magazine empty
B button/L trigger	Reload
R trigger	Sight the crosshairs to the nearest opponents and shoot

● Shooting

Use the left thumbstick to move the crosshairs over the enemy, and press the **A** button or **R** trigger to shoot. Some enemies need more than one shot to defeat.

The magazine on your gun holds 6 bullets. Press either the **B** button or **L** trigger to reload bullets from your stock. The gun reloads automatically if **Auto Reload** is enabled in the Gameplay Settings.

You will not be able to reload, if you are completely out of bullets. When this happens, a Charge Gauge will be displayed under the Life Gauge. Tap on the **A** button rapidly to charge the gauge. When the gauge is fully charged, you will get 50 bullets in stock.

● Enemy Attacks

Don't let enemy missiles hit you, or you will sustain damage. Shoot and destroy the missiles before they get too close. The game will end if your Life Gauge is completely depleted.

Game Screen

- Score
- Life Gauge
- Bullets Left Total/in Magazine
- Crosshairs

Party Game
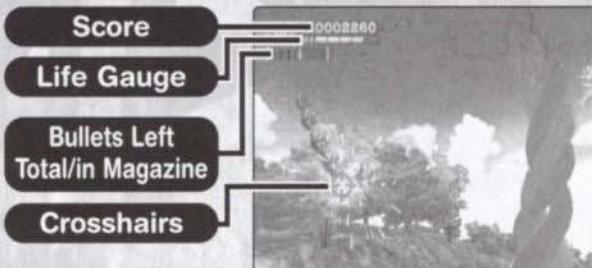
Items

During the game, useful items will appear, either inside a ball which you must shoot to break open or by shooting a certain enemy. Move the crosshairs over the item to retrieve it.

Big Gun
Your bullets become large, making it easier to hit the target.

X2 Bonus
You earn double points for a limited time.

Automatic
You can shoot 18 bullets without reloading.

Stopwatch
You can stop not only the enemy movements, but also other players for five seconds.

Bullet Plus
You get 30 bullets.

Banana Bunch
Replenishes the life gauge by one.
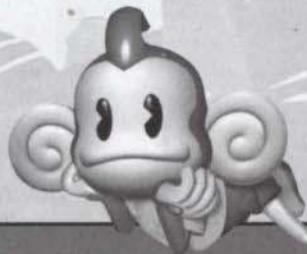
Game Settings

Customise the settings for the game. Select **Game Start** when ready.

Auto Reload 1P (2P, 3P, 4P) (ON/OFF)
Enables/disables automatic reload for each player when he/she runs out of bullets.

Monkey Dogfight

Up to four players can fly in the air and shoot at each other. Select Normal Mode to fight for points until the time runs out, or Survival Mode to fight down to the last monkey.

Controls

Left thumbstick	↓ : Ascend ↑ : Descend ← → : turn left/right
Ⓐ button	Fire bullets
Ⓑ button	Fire missile
Ⓛ trigger	Decrease speed
Ⓡ trigger	Increase speed

● Dogfight

Use the left thumbstick to fly the monkey. Press the Ⓡ trigger to speed up, and the Ⓛ trigger to slow down. The sight changes to a crosshair when an enemy is close enough to hit. Press the Ⓐ button to fire the gun.

The enemy will be locked on automatically when he/she is inside the firing range. Press the Ⓑ button to fire a missile. There will also be a warning message if an opponent locks on you, or when a missile is approaching.

The monkey is shot down when the Life Gauge is completely depleted. In Normal Mode, the monkey restarts from the starting location.

Items

Banana
Replenishes your life gauge a little.

Pineapple
Adds five missiles.

Party Game

Game Screen

Score

Life Gauge

Radar

Firing Range

Missiles Left
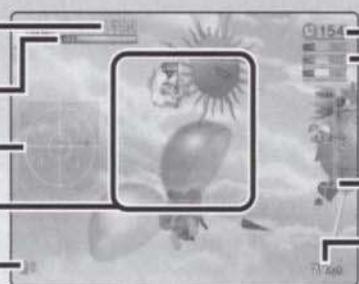
Time Limit

Opponents' Score/Life Gauge

Altimeter

Current Speed

Game Settings

Customise the settings for the game. Select **Game Start** when ready.

Time Limit (3 min/5 min/10 min) *Only for Normal Mode
Select the time limit for the game.

COM (ON/OFF)
Allows COM players to participate, filling all empty positions to make it a 4-player game. With one player, this option is always ON.
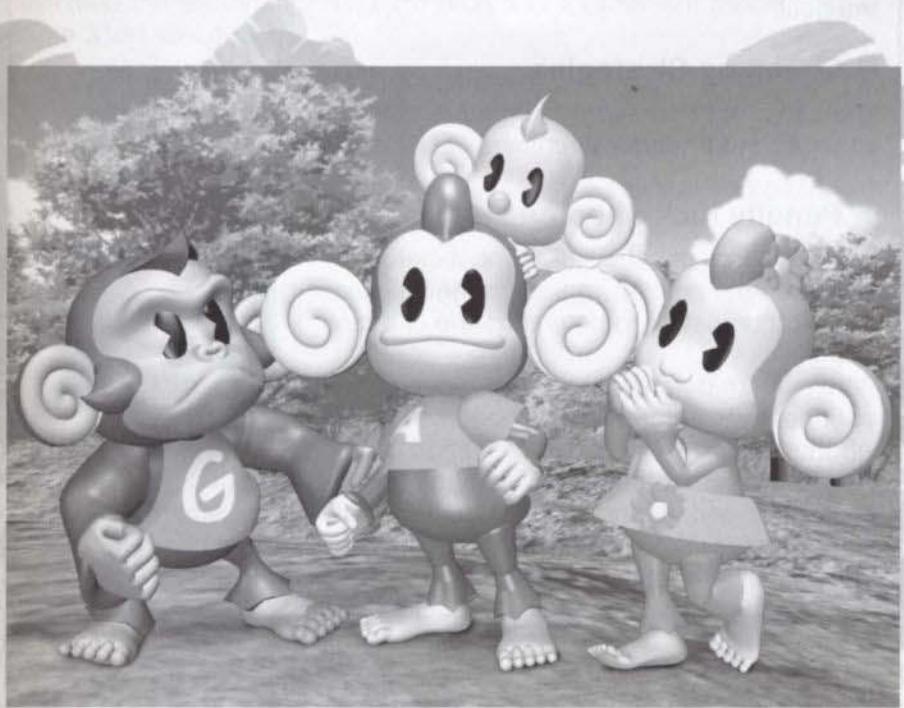
Monkey Soccer

Soccer game for up to four players. Choose Exhibition Mode to play a friendly match, Tournament Mode to see how far your team can get, or PK Mode to enjoy a penalty kick shootout.

Controls

Exhibition / Tournament Mode

Left thumbstick	Move monkey (one with arrow above)
Ⓐ button	Shoot (with ball)/Dash or tackle (without ball)
Ⓑ button	Pass (with ball)/Dash or tackle (without ball)
ⓁⓇ triggers	Change strategy

● Pass & Shoot

When you have the ball, press the Ⓐ button to shoot, or the Ⓑ button to pass. When you don't have the ball, press either the Ⓐ or Ⓑ button to dash and tackle. Pass to your teammates, and shoot for the goal.

● Changing Strategies

You can order your team to be more offensive or defensive. Press either Ⓛ or Ⓡ trigger to change your team strategy.

● Penalty Kick Shootout

When kicking, use the left thumbstick to approach the ball. As you reach the ball, use the left thumbstick to determine the direction of the kick.

When you're defending the goal, your opponent will automatically shoot, so use the left thumbstick ←→ to block their shot.

Penalty Kick Shootout is played in the best-of-five-rounds style (it is possible to end in rounds earlier than the fifth round). After five rounds, if the winner is not decided, the Penalty Kick Shootout goes into extra rounds until the winner is decided.

Party Game

Game Screen

Normal Mode

Score | Time Left

Current Strategy | Field Map

Penalty Kick Shootout Mode
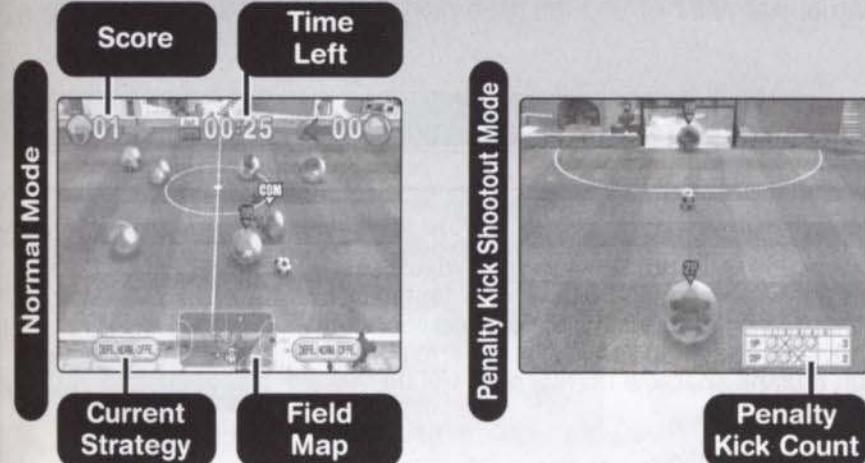
Penalty Kick Count

Game Settings

Customise the settings for the Exhibition and Tournament Mode. Select **Game Start** when ready.

Time Limit (2 min/3 min/5min/10min/20min)
Selects the time limit of the game.

PK (ON/OFF)
Enables/disables Penalty Kick Shootout when the score is tied after the time is up.

Com level (1 to 5)
Determines the level of COM team from 1 (weak) to 5 (strong).

Monkey Baseball

Choose Exhibition Mode to play one ball game, or enter a four player tournament and become the champion of the Monkey Baseball series.

Basic Rules

● Wheel

Press the Ⓐ button to stop the Wheel that appears every inning before your first at bat and determine the field layout – position of pockets and jump boards. If the arrow lands on a blank space, a normal shift will be in effect.

Homerun Shift
It's all or nothing, as all jump boards appear, and all pockets become Out pockets.

Right Shift
Extra base hit pockets shift towards the right side, and all jump boards appear on the right field.

Center Shift
Extra base hit pockets shift towards the center, and all jump boards appear on the center field.

Left Shift
Extra base hit pockets shift towards the left side, and all jump boards appear on the left field.

Hit Shift
All pockets become 1BH, but no jump boards appear.

Half Out
Half of the pockets become Out pockets. You will also have two jump boards.

Lucky Seven
For the seventh inning, all non-symbol outcomes become lucky zones.

Extra Innings & Draw Game

If the score is tied at the end of the Number of innings set (via Game Settings), the game will go into extra inning(s). The game will end in a draw if tied at the end of the 12th inning.

● 10-Run Mercy Rule

When this is rule is enabled (via the Game Settings), the game will be called on the following conditions:

1. At the bottom of any inning, the home team (team hitting second) scores to make 10-Run lead.
2. At the end of any inning, the visiting team (team hitting first) leads by 10 runs or more.

Game Screen & Controls

Field Map

Current Batter

Ball/Strike/Out Count

Current Inning

Score

Pitching	
Left thumbstick	Before pitching, move the pitcher ← → After the pitch, control the ball (↓: fastball; ↑: slow ball; ← →: left/right movement) After the ball is hit, move the fielders
Ⓐ button	Pitch (roll) the ball
Ⓛ/Ⓡ triggers	Change defensive position

Batting	
Left thumbstick	Move the batter's position
Ⓐ button	Swing the bat

Game Settings

Customise the settings of the game, and select **Game Start** to begin.

Bat first (1P/COM/RANDOM)
Determines which player bats first.
Number of innings (1 to 9)
Determines the number of innings to be played in a game.
Com level (1 to 5)
Determines the strength level of COM team. The selection is not available when playing with two people.
10-Run Mercy Rule (ON/OFF)
Enables/disables the Mercy Rule.

Monkey Tennis

Go one-on-one against a friend or a COM player in the Singles Mode, or play a two-on-two match with or against friends in the Doubles Mode. Enter the single player Tournament Mode and win all four matches to become the Monkey Tennis champion.

Basic Rules

● Tennis Rules

The game starts by serving the ball with either the Ⓐ or Ⓑ button. Return the ball to the opponent's side of the court – win a point if the opponent cannot return the ball, and lose a point when you fail to return the ball to the other side of the court.

● Scoring in Tennis

In Tennis, first three points are scored 15, 30, 40 respectively. Unless the score is tied at 40, the player who scores the fourth point wins the game. If the game is tied at 40 (**deuce**), you must take two points in a row to win the game.

● Winning a Set

To win a set, you must win the **Number of games** set via Game Settings with at least a two game difference.

● Tie Break

If the number of games won is tied at the **Number of games** set via Game Settings, the set goes into a Tie Break.
In a Tie Break, the first player who reaches seven points with at least a two-point difference wins the set. If the score is still tied at seven, the Tie Break will continue until one player takes a two-point advantage to win.

Note: If Tie Break is disabled in Gameplay Settings, the game will continue with normal rules until one player takes the next two games.

● Smash Mark

Depending on the returns you receive, there will be a Smash Mark displayed on the ground. Stand on the mark and hit the ball to return a powerful smash.

Party Game
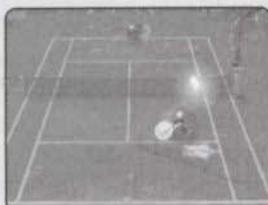
Game Screen & Controls

Sideline for
Doubles Match
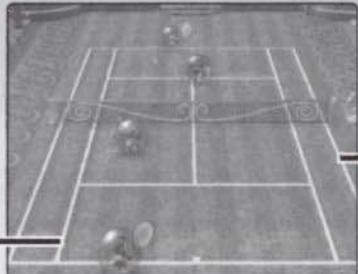
Sideline for
Singles Match

Left thumbstick	Move monkey/direction of the shot
Ⓐ button	Top Spin (fast and high return)/Serve
Ⓑ button	Slice Spin (slow and low return)/Serve
Ⓨ button	Lob
Ⓧ button	Display score

Game Settings

Customise the settings of the game, and select **Game Start** to begin.

Number of games (2 to 6)
Determines the number of games needed to win a set.
Number of sets (1/3/5)
Determines the number of sets needed to win the match.
Com level (1 to 5)
Determines the strength level of COM team. The selection is not available
when playing with two players.
Tie Break (ON/OFF)
Enables/disables the Tie Break.

Options

Replay

Watch or delete replays saved on the Xbox hard disk. When watching a replay, press the ❸ button to pause/unpause. While paused, press the ❹ button to play one frame at a time. Press the ❺ button to return to the Replay Menu Screen.

Gift

Access extra features, when the conditions for unlocking them have been fulfilled.

Rankings

View your best records in each mode.

Game Data

Load the previously saved Game Data from the Xbox hard disk, or save the current Game Data to it. You can also turn **ON/OFF** the Autosave feature.

Controller

● **Vibration Feature**
You can turn **ON/OFF** the vibration feature separately for all 4 controllers.

Screen

● **Split Screen**
On 3-player simultaneous split-screen games, choose either to have one wide area for a selected player, or have Live Action Camera displayed on vacant space.